
Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by [KobraOps](#) on Sat, 10 Jan 2009 22:51:16 GMT

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2 questions.

1. I noticed this when the overhead display was first released that the red ring that appears on the screen indicating you are taking damage and sometimes it indicates what side didnt appear. Does it appear with this hud?

2. You said the resolution is independent, does this mean it can support 800X600 easily or will editing hud.ini be necessary for it to fit?
